

## Random Encounters

# Clevadoran the Wolflord

By Robert Wies



### Clevadoran the Wolflord

The wilderness is home to many creatures both friendly and dangerous. Some would say that the most dangerous are the ones that walk on two legs, but in the fantastic world of D&D, there are always surprises. You may, for example, see a wolf standing before you and not realize that it is far more dangerous than it looks. For this wolf might be the wolflord Clevadoran looking you over.

Clevadoran is an elf who identified with wolves from his earliest days. He so identified with them that he became a protector of the packs. His appreciation of the pack social structure caused him to want to spread it to others, and his role as the leader came so naturally to him that he never considered any other role for himself in the world pack. He really believes that every creature would be better off as a wolf that is under his guidance. Somewhere he missed the lessons about the benefits of biodiversity, but no one's perfect. Now he uses his abilities to protect and control his lupine friends and to capture other creatures and have them transformed into wolves.



Clevadoran is approaching his 150th year, and he always has a rugged appearance (even when wearing clothing). He has leather armor that he wears almost constantly, but he prefers his lupine form to any other. He spends much of his time in wolf form but is perfectly willing to assume his elven form if it is more advantageous for him. He is a clever fighter, preferring to set ambushes and hunt with his pack. When caught alone, he tends to flee. He is not cowardly so much as he has a wolf's mentality: The pack is stronger than an individual wolf.

Clevadoran's den is the home of many wolves, as well as his cohort Miskeine, an elven sorcerer. The den is far from any humanoid settlement, but close enough that he can reach civilization without too many days' travel. Clevadoran often roams the streets of towns in elven or animal form, seeking those who are alone so that he can bring them into the pack.

**Clevadoran:** Male elf Rgr 1/Drd 5/Wolflord 6; CR 12; Medium-size humanoid; HD 1d10+1 plus 5d8+5 plus 6d8+6; hp 85; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Atk +10/+5 melee (1d8+3/x3, shortspear); SQ animal bond, animal companion, *animal farspeech*, *animal perception*, animal sense, animal speech, elf traits, favored enemy (humans +1), first totem, *lesser wild shape*, nature sense, resist nature's lure, second totem, *share lesser form*, *summon animal* (2/day), *trackless step*, *wild shape* (Small or Medium-size animal 1/day), woodland stride; AL NE; SV Fort +12, Ref +9, Will +9; Str 15, Dex 16, Con 12, Int 15, Wis 17, Cha 14.

**Skills and Feats:** Animal Empathy +13, Concentration +6, Handle Animal +9, Hide +21, Intuit Direction +6, Knowledge (nature) +12, Listen +12, Move Silently +16, Ride (horse) +5, Search +4, Spot +11, Swim +7, Wilderness Lore +18, Animal Control\*, Animal Defiance\*, Expertise, Leadership, Natural Spell\*, Scent\*, Track.

**Animal Bond:** At 1st level, Clevadoran developed a bond with wolves. Because of this bond, all wolves and animals closely related to wolves automatically have a friendly attitude toward him. Clevadoran can also have one or more wolf companions. This aspect is a spell-like ability that functions like the druid's *animal friendship* spell, except that Clevadoran can acquire only 12 HD worth of animals. Clevadoran can train these animal companions just as a druid does.

**Animal Companion:** Clevadoran can have one or more animal companions. This animal is one that he has befriended with the spell *animal friendship*. The total Hit Dice of all animal companions at a time cannot exceed 5.

**Animal Farspeech (Sp):** Clevadoran can use his animal speech ability to converse telepathically with any wolf that he can sense.

**Animal Perception (Sp):** Clevadoran can share the sensory input of any wolf that is within range of his animal sense.

**Animal Sense (Su):** Clevadoran can sense any wolves within a 36-mile radius. This ability does not allow Clevadoran to communicate with the animals he senses.

**Animal Speech (Ex):** Clevadoran can converse at will with any wolves as though a *speak with animals* spell were in effect. The wolves' responses, of course, are limited by their intelligence and perceptions.

**Elf Traits:** Clevadoran is immune to magic *sleep* spells and effects. He has a +2 racial bonus on saves against enchantment spells or effects. He also has low-light vision (can see twice as far as a human in low-light conditions) and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. Clevadoran has Martial Weapon Proficiency (composite longbow, composite

shortbow, longbow, longsword, and rapier) as bonus feats. He also has a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

**Favored Enemy:** Clevadoran has selected humans as a favored enemy. He gains a +1 bonus on his Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type. He also gets the damage bonus with ranged weapons if the target is within 30 feet. The bonus doesn't apply to damage against creatures that are immune to critical hits.

**First Totem:** Clevadoran gains Scent as a bonus feat (included above).

**Lesser Wild Shape (Sp):** Clevadoran can use *wild shape* to take the form of any natural wolf. This ability otherwise functions like a druid's *wild shape*, except that Clevadoran can use it as often as desired.

**Nature Sense:** Clevadoran can identify plants and animals (their species and special traits) with perfect accuracy. He can determine whether water is safe to drink or dangerous.

**Resist Nature's Lure:** Clevadoran gains a +4 bonus on saving throws against the spell-like abilities of fey (such as dryads, nymphs, and sprites).

**Second Totem:** Clevadoran gains a +4 circumstance bonus on Wilderness Lore checks made for tracking. This bonus stacks with any modifier provided by Scent.

**Share Lesser Form (Sp):** Clevadoran can share wolf form with 6 willing individuals. This effect is identical to that of the *polymorph other* spell, except that its duration is 6 hours.

**Summon Animal (Sp):** Twice per day, Clevadoran can summon 1d3 wolves. This ability functions like the appropriate *summon nature's ally* spell, except that the duration is 1 round per animal lord level (6 rounds).

**Trackless Step:** Clevadoran leaves no trail in natural surroundings and cannot be tracked.

**Wild Shape (Sp):** Clevadoran can change into a Small or Medium-size animal and back again once per day as per the *polymorph self* spell. Unlike the standard use of the spell, however, he can adopt only one form per use of this ability. Clevadoran regains hit points as if he has rested for a day. He does not risk the standard penalty for being disoriented while in his *wild shape*. He gains all the creature's natural and extraordinary abilities when he does so.

**Woodland Stride:** Clevadoran can move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

**Druid Spells Prepared** (5/4/3/2; save DC 13 + spell level): 0 -- *animal trick\**, *detect magic*, *light*, *mending*, *purify food and drink*; 1st -- *camouflage\**, *entangle*, *magic fang*, *sandblast\**; 2nd -- *briar web\**, *charm person or animal*, *speed of the wind\**; 3rd - - *spike growth*, *trackless domain\*\**.

**Wolford Spells Prepared** (2/2/2; save DC 13 + spell level): 1st -- *animal trick\**, *camouflage\**; 2nd -- *adrenaline surge\**, *animal reduction\**; 3rd -- *cure serious wounds*, *embrace the wild\**.

**Possessions:** Small wolf's head amulet (divine focus), *wilding clasp* (from *Masters of the Wild*, a small clasp that prevents what it is attached to from melding into a new form when shapechanging powers are used) attached to divine focus, +2 *wild leather armor* (from *Masters of the Wild*, wild armor melds with creatures using *wild shape* and continues to provide a bonus; it is not visible in the melded form), *cloak of elvenkind*, *boots of elvenkind*, *cloak of the servant*, *potion of cat's grace(2)*, shortspear.

\*These feats and spells come from [\*Masters of the Wild\*](#). The feats are summarized below, but the spells are not.

\*\*See a later installment for this spell description. You can also substitute another spell for the one listed until then.

**Animal Control:** He can rebuke or command animals as an evil cleric rebukes undead. To command an animal, he must be able to speak with it via a *speak with animals* effect, though he can issue commands mentally if desired. He can do this 5 times per day (3 + Cha modifier). His highest (divine) caster level is the level at which he turns animals. Animals commanded through this ability count against the total HD limit of animals he can befriend through *animal friendship*.

**Animal Defiance:** He can turn (but not destroy) creatures of the animal type as a good cleric turns undead. He can do this 5 times per day (3 + Cha modifier). His highest (divine) caster level is the level at which he turns animals.

**Natural Spell:** He can complete verbal and somatic components of spells while in

*wild shape*. He can use material components or focuses that he can hold with his current form, but he cannot make use of items melded into the new form. This feat does not permit the use of magic items while in a form that could not ordinarily use them, and it does not grant the ability to speak while in *wild shape*. (Note that he chooses all his spells so that they can be completed while in *wild shape*.)

**Scent:** He gains the Scent extraordinary ability (air-breather variety). See Chapter 3 of the *Dungeon Master's Guide*. It operates in any form.

#### **Bring the Parts Together**

Although random encounters usually happen by chance, some DMs may wish to tie these five parts together into something that could lead to further adventures. Future parts of this Random Encounter series will contain brief notes on how to tie them all together.

#### **Coming in Part 2 of Part of the Pack**

See Clevadoran's cohort and discover what powers and abilities she possesses.

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